

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE
REQUEST FOR FILING APPLICATION UNDER 37 CFR 1.53(b)
WITHOUT FILING FEE OR EXECUTED INVENTOR'S DECLARATION

Assistant Commissioner for Patents
Washington, DC 20231 PTO

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Sir:



jc813 U.S. PTO
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This is a request for filing a new PATENT APPLICATION under Rule 53(b) entitled:

SECURITY SYSTEM METHOD AND APPARATUS FOR PREVENTING APPLICATION PROGRAM UNAUTHORIZED
USE

without a filing fee and/or without an executed inventor's oath/declaration.

This application is made by the below identified inventor(s). Attached hereto are the following papers:

- ☒ An abstract together with
26 pages of specification and claims including
18 numbered claims and also attached is/are
7 sheets of accompanying drawings.
☐ This application is based on the following prior foreign application(s):

Application No.	Country	Filing Date
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respectively, the entire content of which is hereby incorporated by reference in this application, and priority is hereby claimed therefrom.

- ☐ This application is based on the following prior provisional application(s):

Application No.	Filing Date
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respectively, the entire content of which is hereby incorporated by reference in this application, and priority is hereby claimed therefrom.

- ☐ Certified copy/ies of foreign applications attached.

This application is a ☐ continuation/☐ division/☐ continuation-in-part of application Serial No. , filed
Please amend the specification by inserting before the first line: --This application is a ☐ continuation/☐ division/
☐ continuation-in-part of application Serial No. , filed , the entire content of which is hereby incorporated by
reference in this application.--

Please amend the specification by inserting before the first line: --This is a continuation of PCT application No.
, filed , the entire content of which is hereby incorporated by reference in this application.--

Please amend the specification by inserting before the first line: --This application claims the benefit of U.S.
Provisional Application No. , filed , the entire content of which is hereby incorporated by reference in this
application.--

- ☐ Preliminary amendment to claims (attached hereto), to be entered before calculation of the fee.

- ☐ Also attached.

- | | | | | | |
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TITLE OF THE INVENTION

Security System Method and Apparatus for Preventing Application Program
Unauthorized Use

5 FIELD OF THE INVENTION

The present invention relates to a security system method and apparatus for preventing unauthorized use of an applications program. In accordance with the illustrative implementation, a semiconductor storage device is utilized as, for example, a memory cartridge for a game machine, music storage memory, memory card, IC card
10 etc. and has a security function by which unfair/unauthorized access can be prevented.

BACKGROUND AND SUMMARY OF THE INVENTION

The stored contents of a semiconductor storage device may include data that is undesirable to be read by a third person such as information relating to the privacy of the individual, the information to be protected by a copyright and so on. In order to
15 inhibit the stored contents from being read from the semiconductor storage device without authorization, security circuits have been incorporated in the semiconductor storage devices or peripheral devices for controlling the storage device.

Figure 7 is a block diagram schematically showing one example of a conventional semiconductor storage device with security circuit. In this prior art, a
20 security circuit SCR is inserted between an interface circuit UI and a semiconductor memory MEM. In reading the semiconductor memory MEM, when an input signal including a read command and a read address is applied to the interface circuit UI, the interface circuit UI analyzes the input signal and transmits the address to the security circuit SCR. The security circuit SCR determines whether or not the transmitted

in this case, the semiconductor memory MEM can be normally accessed, and the normal reading operation can be performed.

In the prior art shown in Figure 8, in order to control whether or not the security function is to be shown, it is necessary to input the password, and therefore, a security removing method can be easily known by analyzing the input signal. Furthermore, if the semiconductor storage device with security circuit is constructed by a general-purpose ROM chip and a security chip, by removing the ROM chip from a circuit board, it is possible to easily read or copy the data.

Therefore, the illustrative implementations of the present invention are designed to provide a novel semiconductor storage device in which the stored content can be effectively protected from being copied.

The illustrative implementations also provide a semiconductor storage device in which even if the data stored in the ROM is copied, the copied data is made not to be utilized for an original purpose of use.

In accordance with an illustrative implementation, a novel external memory or memory cartridge for a game machine is shown in which an application program or game program can be effectively protected from being copied. The external memory or memory cartridge for a game machine is shown in which even if an application program or game program stored in a ROM is copied, the copied application program or game program is made not to be utilized for its original purpose.

A semiconductor storage according to an exemplary implementation of the present invention is a semiconductor storage device storing regular data and having a security function for preventing unfair use of the regular data, comprising: a first store

including a first regular data storing area for fixedly storing first regular data and a dummy data storing area for fixedly storing dummy data; a second store including a second regular data storing area which has a storage capacity equal to at least a storage capacity of the dummy data storing area of the first storing means and fixedly stores second regular data to be originally stored in the dummy data storing area; and a read control mechanism which compares an input address with the dummy data of an address space of the dummy data storing area, to enable reading of the first regular data from the first store when the input address and the dummy address are not identical, and to disable the reading of the first regular data and enable the reading of the second regular data from the second store when the input address and the dummy address are identical.

According to an exemplary implementation of the present invention, even if all the data stored in the first store are read, since further regular data is stored in the second store a part from the first store and the data of the first store includes the dummy data, it is possible to prevent the regular data from being copied as a whole.

More specifically, according to an exemplary implementation of the present invention, the regular data can be normally utilized because the first regular data storing area and the dummy data storing area are formed in the first store, and when the first regular data storing area is accessed, the first regular data is read from the first regular data storing area, and when the dummy data storing area is accessed, the second regular data is read from the second store.

In contrast, even if the stored contents of the first store, i.e. the first regular data and the dummy data are all unfairly copied without authorization, the dummy data

included in the copied data, and therefore, it is impossible to utilize the copied data for the original purpose of use as it is. Therefore, the unfair use can be prevented.

In one implementation of the present invention, the first store includes a masked ROM, and the second store includes a nonvolatile semiconductor memory (a flash memory, for example) which is a writable/readable memory .

The flash memory has a storage capacity larger than a storage capacity of the second regular data storing area, and further includes a dummy address storing area storing the dummy address other than the second regular data storing area, and the dummy address to be applied to the read control mechanism is read from the dummy address storing area.

The flash memory is constructed such that the data is written with a first write voltage in the second regular data storing area and the dummy address storing area, and the data is written with a second write voltage lower than the first write voltage in other areas.

In addition, the flash memory and the read control mechanism is formed within the same single flash memory chip.

In other preferred embodiments, the read control mechanism includes a comparator for comparing the input address and the dummy address with each other to output a first signal or a second signal, an enabling/disabling means (48) for enabling the first storing means in response to the first signal and disabling the first storing means in response to the second signal, and a read address output means (60) for outputting a read address for the second regular data being stored in the second storing means in response to the second signal.

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program to be originally stored in the dummy data storing area; and a read control means (54) which compares an input address with the dummy data of an address space of the dummy data storing area, to enable reading of the first application program from the first storing means when the input address and the dummy address are not identical, and to disable the reading of the first application program and enable the reading of the second application program from the second storing means when the input address and the dummy address are identical.

A memory cartridge for game machine (10) according to an exemplary implementation of the present invention is a memory cartridge for game machine storing a game program and having a security function for preventing unfair use of the game program, comprising: a first storing means (46) including a first program storing area (46a) for fixedly storing a first game program and a dummy data storing area (46b) for fixedly storing dummy data; a second storing means (52) including a second program storing area (52a) which have a storage capacity equal to at least a storage capacity of the dummy data storing area (46b) of the first storing means and fixedly stores a second game program to be originally stored in the dummy data storing area; and a read control means (54) which compares an input address with the dummy data of an address space of the dummy data storing area, to enable reading of the first game program from the first storing means when the input address and the dummy address are not identical, and to disable the reading of the first game program and enable the reading of the second game program from the second storing means when the input address and the dummy address are identical.

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In addition, in a case that the second storing means is constructed by an nonvolatile semiconductor memory (a flash memory, for example) and the data is written in the second program storing area with a first write voltage and the data is written with a second write voltage lower than the first write voltage into other areas, in the storing area into which the data is written with the second write voltage, backup data representing the development or progress of the game obtained by executing the first game program and/or the second game program by a processing means of a game machine is written.

In a case that the semiconductor storing device according to an exemplary implementation of the present invention is utilized for a memory cartridge for game machine, if a game main program and/or an important subroutine program is stored in the second game program storing area of the second storing means, unless the second game program is read, it is impossible to execute the game, and therefore, it is possible to implement the copy protect of the game program.

Furthermore, if the second program to be originally stored in the dummy data storing area of the first storing means is stored in the second storing means, and the storage capacity of the second storing means is set to be larger than the storage capacity of the dummy data storing area, by storing data (dummy address) specifying what memory space of the first storing means is the dummy data storing area in the second storing means, the dummy data storing area can be set in an arbitrary memory space of the first storing means. Therefore, it becomes almost impossible to analyze the game program.

Furthermore, in a case that a second storing means further includes a vacant area (52d), if the data that is varied according to the progress or development of the game and necessary for restarting the game after the game is suspended, that is, the backup data such as score point, life, items, player name and etc. is written in the vacant area, it is possible to omit a backup memory which was provided in a conventional cartridge for game machine. That is, the second storing means serves as the second storing means and the backup memory, and therefore, it is possible to reduce the cost.

In addition, if the nonvolatile semiconductor memory is utilized, it becomes unnecessary to provide a backup battery and etc., and therefore, the number of the components can be reduced, and thus, it becomes easy to mount the components on the circuit board.

The above described objects and other objects, features, aspects and advantages of the present invention will become more apparent from the following detailed description of the present invention when taken in conjunction with the accompanying drawings.

BRIEF DESCRIPTION OF THE DRAWINGS

Figure 1 is an appearance view showing a memory cartridge for game machine of one embodiment according to the present invention and a portable game machine utilizing the memory cartridge;

Figure 2 is a block diagram showing Figure 1 embodiment;

Figure 3 is an illustrative view showing memory maps of a program ROM and a flash memory both included in the memory cartridge of Figure 1 embodiment;

Figure 4 is a flowchart showing an operation principle of the embodiment shown in Figure 1 and Figure 2;

Figure 5 is a block diagram showing another embodiment according to the present invention;

5 Figure 6 is a flowchart showing a game processing operation;

Figure 7 is a schematic block diagram showing one example of a conventional semiconductor storage device with security circuit; and

Figure 8 is a schematic block diagram showing a method for controlling the security circuit in Figure 7 prior art.

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DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

With reference to Figure 1, an external memory which is by way of example a memory cartridge for a game machine (hereinafter, may be simply called as "cartridge") 10 that is an embodiment according to the present invention includes a cartridge case 12 and a circuit board 14 accommodated in the cartridge case 12, and on the circuit board 14, a program memory chip 44 and a flash memory chip 50 (Figure 2: described later) are mounted. The cartridge 10 is attached, while in use, to the portable game machine 16.

The portable game machine 16 is a well-known game machine such as "GAME BOY" (trademark) for example, and includes a housing 18 having a rectangular shape approximately, and on an upper side surface of the housing 18, a cartridge insertion port 20 is formed. The cartridge 10 is inserted to the cartridge insertion port 20, and electrically connected to the portable game machine 16 by an edge connector (not

shown) formed on the circuit board 14 of the cartridge 10 and a connector (not shown) arranged in an inner part of the insertion port 20.

On one main surface of the housing 18 of the portable game machine 16, a liquid crystal display (LCD) 22 is provided in an upper portion, and below the LCD 22, an operating key group 24 is provided. The operating key group 24 includes a cross key or a direction designating key 26, a start key 28, a select key 30, an A button 32 and a B button 34. These keys or buttons are operated in playing the game and implement predetermined functions.

The direction designating key 26 is used for determining a moving direction of objects within a game screen displayed on the LCD 22 or for moving a cursor. The start key 24 is mainly used for starting the game after the cartridge 10 is attached and a power source switch (not shown) is turned-on. The select key 30 is mainly used for selecting a game mode. The A button 32 functions as an action button for causing the objects displayed in the game screen to take any actions, and a decision button. The B button 34 functions as a cancel button for canceling the objects actions decided through an operation of the A button 32.

However, the portable game machine 16 is cited as being an example of one such game system for use with the exemplary security system described herein. The illustrated security system is contemplated for use in conjunction with the video game system (and emulated versions thereof) described in the concurrently filed application entitled "Portable Video Game System (Atty. Docket No. 723-951) and in Application Serial No. 09/627,440, filed on July 28, 2000. Both the concurrently filed application

(Atty. Docket No. 723-951) and Application Serial No. 09/627,440 are hereby expressly incorporated herein by reference.

In Figure 2, it is indicated that a CPU 38 is included in the portable game machine 16, but it is needless to say that the game machine 16 is provided with many components which cooperate with the CPU 38 other than the CPU 38.

The cartridge 10 and the CPU 38 of the game machine 16 are coupled with each other by at least an address bus 40 and a data bus 42, and these buses 40 and 42 are connected through the aforementioned connectors (not shown). The address bus 40 sends a ROM address outputted from the CPU 38 to the cartridge 10, and the CPU 38 receives data read from the cartridge 10 via the data bus 42. In addition, a chip select signal CS and a read signal RD from the CPU 38 are applied to the cartridge 10.

In the cartridge 10, a ROM such as a masked ROM (EPROM, EEPROM, for example) is incorporated as the program memory chip 44, and the program memory chip 44 includes a program ROM 46 and an output inhibiting circuit 48. The program ROM 46 includes a regular data storing area 46a into which regular data is written in advance and a dummy data storing area 46b into which dummy data is written in advance, as shown in Figure 3. In a case of the embodiment shown, the regular data is data such as a game program and data of game characters and indispensable data for executing the game. Furthermore, the dummy data is, as different from the regular data, data having no function in executing the game even if the data is read-out, or in reverse, data disturbing the game execution.

The output inhibiting circuit 48 is a circuit for enabling or disabling the reading of the data from the program ROM 46, and constructed by an AND gate, for example,

which is opened or closed by a first signal or a second signal from an address comparison circuit 58 (described later). The data read from the program ROM 46 is outputted via the output inhibiting circuit 48 to be applied to the CPU 38 through the aforementioned data bus 42.

5 Furthermore, the program memory chip 44 is provided with a chip enable terminal, and when the chip select signal SC of a first level is applied to the terminal, the program memory chip 44 is enabled, and when the chip select signal CS of a second level is applied, the program memory chip 44 is disabled. The program memory chip 44 is further provided with a read signal terminal to which the read signal RD outputted
10 from the CPU 38 is applied.

Then, the read address (input address) is applied through the address bus 40 from the CPU 38 of the game machine 16 to the program memory chip 44, and at a time that the program memory chip 44 is enabled, the program data and the character data are outputted from the read address of the program ROM 46 designated by the CPU 38.

15 Furthermore, the flash memory chip 50 is also incorporated within the cartridge 10, and on the flash memory chip 50, a flash memory 52 and a read control circuit 54 are uniformly formed on the same die or chip. As shown in Figure 3, the flash memory 52 is formed with a regular data storing area 52a and a dummy address storing area 52b. In the regular data storing area 52a, regular program data and/or character data to be
20 originally stored in the dummy data storing area 46b of the program ROM 46 are stored. That is, in the regular data storing area 52a, as similar to the regular data storing area 46a of the program ROM 46, the data indispensable for executing the game is stored. In the dummy address storing area 52b, an address indicative of a memory space of the

dummy data storing area 46b of the program ROM 46, that is, a dummy address is stored.

In addition, as shown in Figure 3, the flash memory 52 of the embodiment shown includes two portions in which operation voltages are different from each other, and one of the two portions is a portion of a first voltage, 6 volts of a write voltage, and the other of the two portions is a portion of a second voltage, 3 volts for example of the write voltage. The first write voltage is a high voltage at which the CPU 38 of the game machine 16 cannot write-in the data. The second write voltage is a voltage at which the CPU 38 of the game machine 16 can write-in the data.

Therefore, in the former portion, the regular data storing area 52a and the dummy address storing area 52b, and further a control routine storing area 52c are included, and in these areas 52a - 52c, in shipping the flash memory chip 50 is manufactured, or prior to the mounting of the memory cartridge 10, necessary data are written in advance. Therefore, the data within the areas 52a - 52c cannot be changed by the third person, i.e. a user, consumer, game player and etc. after the shipment of the cartridge 10.

The latter portion is utilized as a backup data storing area 52d shown in Figure 3. In the backup data storing area 52d, the backup data such as score point, life, getting items, player name and etc. which are changed in accordance with the development or progress of the game and necessary for restarting the game after the game is suspended is stored. Therefore, if the user desires, after the game is ended, the CPU 38 can write the backup data. If the backup data storing area 52d is thus formed within the flash memory 52, it is not necessary to separately provide a RAM (specifically, SRAM) for

storing the backup data, and therefore, a single flash memory chip 50 having the backup data storing means and the copy protect means can be utilized, and then it is possible to reduce the cost.

5 In addition, a read voltage of the flash memory 52 is the same voltage, 3 volts, for example for any portions or areas.

Returning to Figure 2, the read control circuit 54 provided within the flash memory chip 50 includes an address latch circuit 56, an address comparison circuit 58 and an address conversion circuit 60. The data of the dummy address being stored in the dummy address storing area 52b of the flash memory 52 is read and applied to the address latch circuit 56, and latched therein. The data of the dummy address latched in the address latch circuit 56 is applied to the address comparison circuit 58. To the address comparison circuit 58, the read address for the program ROM 46 is also applied through the address bus 40 from the CPU 38. Therefore, the address comparison circuit 58 receives the read address for the program ROM 46, i.e. the input address and the dummy address. The address comparison circuit 58 compares thus applied two addresses with each other, and outputs a first signal (low level, for example) at a time that the both addresses are identical, and a second signal (high level, for example) at a time that the both addresses are not identical. The first signal and the second signal are applied as a open/close control signal of the aforementioned AND gate (not shown) of the output inhibiting circuit 48 included in the program memory chip 44.

The first signal and the second signal from the address comparison circuit 58 are also applied to the address conversion circuit 60, and the address conversion circuit 60 further receives the input address from the address bus 40. The address conversion

circuit 60 has a function for converting the input address sent from the address bus 40 into an inside address of the flash memory 52. In the example shown in Figure 3, the input addresses "005000h - 005FFFh" for the program ROM 46 are converted into "F03000h - F03FFFh" for the flash memory 52. However, such the address conversion is performed only a time that the address comparison circuit 58 outputs the first signal.

With referring to Figure 4, an operation of the embodiment shown will be described. In addition, pay attention that the flowchart shown in Figure 4 is not a flowchart in which all the steps are executed by the CPU 38 of the game machine 16, and for explaining an operation principle of the embodiment shown in Figure 1 and Figure 2 to be understood easily.

In a step S1 of Figure 4, the dummy address from the dummy address storing area 52b of the flash memory 52 is latched in the address latch circuit 56, and the dummy address is fetched into the address comparison circuit 58. Then, in a step S2, the read address for the program ROM 46 outputted through the address bus 40 from the CPU 38, i.e. the input address is fetched in the address comparison circuit 58. In a step S3, the address comparison circuit 58 compares an upper address (upper 3 bits in the embodiment) of the dummy address and an upper address (upper 3 bits in the embodiment) of the input address with each other, and determines whether or not the both upper addresses are coincident with each other.

In a case that the upper address of the dummy address is set as "005", for example, when "005" is applied as the upper address of the ROM address from the CPU 38, the coincidence is determined, and if the input address has an upper address other

than "005", "000" - "004" or "006" - "EFF", for example, the incoincidence is determined.

When the address comparison circuit 58 determines the incoincidence, that is, "NO" is determined in the step S3, in a step S4, the address comparison circuit 58
5 outputs a high level comparison result signal, i.e. the second signal described above. Therefore, the AND gate (not shown) of the output inhibiting circuit 48 is opened. On the other hand, at this time, the data is read from the read address of the program ROM 46 designated by the CPU 38. Therefore, the data read from the program ROM 46 is applied to the data bus 42 through the output inhibiting circuit 48. Thus, when the both
10 addresses are not identical, the data reading from the program ROM 46 is enabled. Since the read address designated by the CPU 38 is not an address designating the dummy data storing area 46b (Figure 3) of the program ROM 46, the data read in the step S4 is the data read from the regular data storing area 46a of the program ROM 46. That is, the data read from the program ROM 46 at that time is the regular data, and the
15 regular data is inputted to the CPU 38 through the data bus 42, and the CPU 38 executes the game by utilizing the regular data in a step S5.

If the coincidence is determined by the address comparison circuit 58, that is, if "YES" is determined in the step S3, as described above, a low level comparison result signal, i.e. the first signal is outputted from the address comparison circuit 58. That is,
20 an output inhibit signal is enabled. Therefore, the data reading from the program ROM 46 is inhibited or disabled. In the example shown in Figure 3, a fact that the input address is coincident with the dummy address means that the CPU 38 designates the memory space equal to the dummy data storing area 46b of the program ROM 46.

Therefore, in such a case, if the dummy data is read from the dummy data storing area 46b as it is, the development of the game is hindered, and therefore, in a step S6, the reading of the dummy data from the program ROM is disabled.

Succeedingly, in a step S7, the address conversion circuit 60 converts the input
5 address inputted from the address bus 40, i.e. the ROM address into the inside address of the flash memory 52. In the example shown in Figure 3, a fact that the input address and the dummy address are identical means that the CPU 38 designates the memory space equal to the dummy data storing area 46b of the program ROM 46. Therefore, in this case, it is necessary to read the regular program data from the regular data storing
10 area 52a of the flash memory 52 instead of the dummy data of the dummy data storing area 46b. Therefore, by performing the address conversion in the step S7, the data reading of the flash memory 52 is enabled, and therefore, the regular program data is read from the regular data storing area 52a of the flash memory 52. The regular data is read in a step S8, and inputted to the CPU 38 through the data bus 42. Therefore, the
15 CPU 38 performs the game process according to the program data read from the flash memory 52.

In the above described embodiment, in order to disable the data reading from the program ROM 46 when the input address and the dummy address are identical, the output inhibiting circuit 48 is utilized. However, without using the output inhibiting
20 circuit 48, the data reading may be enabled or disabled by the chip select signal CS or the read signal RD applied to the program memory chip 44.

Figure 5 is a block diagram showing an embodiment wherein the data reading from the program ROM 46 is enabled/disabled by utilizing the chip enable terminal. In

flash memory 52. Then, if the end of the game is determined in a step S12, the CPU 38 determines whether or not it is necessary to store the backup data according to the key operation of the user in a step S13. If "NO" is determined in the step S13, the process is terminated. In contrast, if "YES" is determined in the step S13, the CPU addresses the backup data storing area 52d (Figure 3) of the flash memory 52 so as to write the backup data into this area 52d with the second voltage, 3 volts for example.

In addition, in the above described embodiments, the address data of the dummy data storing area 46b of the program ROM 46 is stored in the flash memory 52; however, not limited to such a method. A method for fixedly storing the address data in a hardware, a method for setting the address data by a DIP switch, a method wherein the address data is written in the address latch circuit by the CPU accessing the semiconductor storage device, a method wherein the address data for the dummy data storing area is written in the ROM, and the address data is written in the address latch circuit on the basis of the program, or the like may be utilized.

Furthermore, the present invention can be utilized not only for the memory cartridge for game machine described in the above described embodiments but also for other arbitrary storage device, such as a music data storage device, a memory cartridge or memory card detachably attached to an electric equipment, an IC card, an electronic equipment or the like.

Although the present invention has been described and illustrated in detail, it is clearly understood that the same is by way of illustration and example only and is not to be taken by way of limitation, the spirit and scope of the present invention being limited only by the terms of the appended claims.

WHAT IS CLAIMED IS:

1. A semiconductor storage device storing regular data and having a security function for preventing unauthorized use of the regular data, comprising:

5 a first store including a first storing area for fixedly storing first regular data and a dummy data storing area for fixedly storing dummy data;

a second store including a second storing area which have a storage capacity equal to at least a storage capacity of the dummy data storing area of the first storing means and fixedly stores second regular data to be originally stored in the dummy data storing area; and

10 a read control circuit which compares an input address with the dummy data of an address space of the dummy data storing area, to enable reading of the first regular data from the first store when the input address and the dummy address are not identical, and to disable the reading of the first regular data and enable the reading of the second regular data from the second store when the input address and the dummy address are identical.

15 2. A semiconductor storage device according to claim 1, wherein the first store includes a masked ROM, and the second store includes an nonvolatile semiconductor memory which is a writable/readable memory.

20 3. A semiconductor storage device according to claim 2, wherein the nonvolatile semiconductor memory has a storage capacity larger than a storage capacity of the second regular data storing area, and further includes a dummy address storing area for storing the dummy address other than the second regular data storing area, and the

dummy address to be applied to the read control means is read from the dummy address storing area.

4. A semiconductor storage device according to claim 3, wherein the semiconductor nonvolatile memory is constructed such that the data is written with a first write voltage in the second regular data storing area and the dummy address storing area, and the data is written with a second write voltage lower than the first write voltage in other areas.

5. A semiconductor storage device according to claim 1, wherein the read control circuit includes a comparator for comparing the input address and the dummy address with each other to output a first signal or a second signal, an enabling/disabling circuit for enabling the first store in response to the first signal and disabling the first store in response to the second signal, and a read address output circuit for outputting a read address for the second regular data being stored in the second store in response to the second signal.

6. A semiconductor storage device according to claim 2, wherein the semiconductor nonvolatile memory and the read control circuit is formed within the same single memory chip.

7. A memory cartridge storing an application program and having a security function for preventing unauthorized use of the application program, comprising:
a first store including a first program storing area for fixedly storing a first application program and a dummy data storing area for fixedly storing dummy data;
a second store including a second program storing area which have a storage capacity equal to at least a storage capacity of the dummy data storing area of the first

store and fixedly stores a second application program to be originally stored in the dummy data storing area; and

5 a read control circuit which compares an input address with the dummy data of an address space of the dummy data storing area, to enable reading of the first application program from the first store when the input address and the dummy address are not identical, and to disable the reading of the first application program and enable the reading of the second application program from the second store when the input address and the dummy address are identical.

10 8. An electronic device for storing an application program and having a security function for preventing unauthorized use of the application program, comprising:

a first store including a first program storing area for fixedly storing a first application program and a dummy data storing area for fixedly storing dummy data;

15 a second store including a second program storing area which have a storage capacity equal to at least a storage capacity of the dummy data storing area of the first store and fixedly stores a second application program to be originally stored in the dummy data storing area; and

20 a read control circuit which compares an input address with the dummy data of an address space of the dummy data storing area, to enable reading of the first application program from the first store when the input address and the dummy address are not identical, and to disable the reading of the first application program and enable the reading of the second application program from the second store when the input address and the dummy address are identical.

9. A memory cartridge for a game machine storing a game program and having a security function for preventing unauthorized use of the game program, comprising:

a first store including a first program storing area for fixedly storing a first game program and a dummy data storing area for fixedly storing dummy data;

5 a second store including a second program storing area which have a storage capacity equal to at least a storage capacity of the dummy data storing area of the first storing means and fixedly stores a second game program to be originally stored in the dummy data storing area; and

10 a read control circuit which compares an input address with the dummy data of an address space of the dummy data storing area, to enable reading of the first game program from the first store when the input address and the dummy address are not identical, and to disable the reading of the first game program and enable the reading of the second game program from the second store when the input address and the dummy address are identical.

15 10. A memory cartridge for a game machine according to claim 9, wherein the first store includes a masked ROM, and the second store includes an nonvolatile semiconductor memory which is a writable/readable memory.

20 11. A memory cartridge for a game machine according to claim 10, wherein the nonvolatile semiconductor memory has a storage capacity larger than a storage capacity of the second regular data storing area, and further includes a dummy address storing area for storing the dummy address other than the second regular data storing area, and the dummy address to be applied to the read control circuit is read from the dummy address storing area.

12. A memory cartridge for a game machine according to claim 11, wherein the nonvolatile semiconductor is constructed such that the data is written in the second game program storing area and the dummy address storing area with a first write voltage and the data is written with a second write voltage lower than the first write voltage into other areas, in the storing area into which the data is written with the second write voltage, and

backup data representing a development of the game obtained by executing the first game program and/or the second game program by a processor of a game machine is written.

13. A memory cartridge for a game machine according to claim 9, wherein the read control circuit includes a comparator for comparing the input address and the dummy address with each other to output a first signal or a second signal, an enabling/disabling circuit for enabling the first store in response to the first signal and disabling the first store in response to the second signal, and a read address output circuit for outputting a read address for the second regular data being stored in the second store in response to the second signal.

14. A method for preventing unauthorized use of regular data stored in a storage device comprising the steps of:

storing in a first storage area first regular data and storing dummy data in a dummy data area of said first storage area;

storing in a second storage area having a storage capacity equal to at least a storage capacity of the dummy data storing area of the first storage area second regular data to be originally stored in the dummy data storing area; and

comparing an input address with the dummy data of an address space of the dummy data storing area, to enable reading of the first regular data from the first storage area when the input address and the dummy address are not identical, and to disable the reading of the first regular data and enable the reading of the second regular data from the second storage when the input address and the dummy address are identical.

15. . A method according to claim 14, wherein the first storage area resides in a masked ROM, and the second storage area resides in a nonvolatile semiconductor memory which is a writable/readable memory.

16. A method according to claim 15, wherein the nonvolatile semiconductor memory has a storage capacity larger than a storage capacity of the second regular data storing area, and further including the step of storing a dummy address in a dummy address storing area, and reading the dummy address from the dummy address storing area.

17. A method according to claim 15, further including the step of writing to the semiconductor nonvolatile memory with a first write voltage in certain areas, and writing with a second write voltage lower than the first write voltage in other areas.

18. A method according to claim 15, further including the steps of comparing the input address and the dummy address with each other to output a first signal or a second signal, and enabling the first storage area in response to the first signal and disabling the first store in response to the second signal, and outputting a read address for the second regular data being stored in the second storage area in response to the second signal.

ABSTRACT OF THE DISCLOSURE

A semiconductor storage device includes a program ROM and a flash memory, and the program ROM includes a program data storing area and a dummy data storing area, and the flash memory includes a program data storing area and a dummy address storing area. An address comparison circuit compares an input address and a dummy address being stored in the dummy address storing area with each other. An output inhibiting circuit allows to read program data from the program ROM when the both addresses are not coincident with each other, and inhibits the program data from being read at a time of incoincidence. In a case of the incoincidence, an address conversion circuit produces a read address of the flash memory, whereby the program data is read from the flash memory.